ItemPerformance IndicatorStandard1Anticipates the beginning of a math activity.Standard 1: Problem Solvin2Attends to materials being displayed.Standard 1: Problem Solvin3Attends to another person showing relationships between two variables usingStandard 1: Problem Solvin4Attends to another person demonstrating with concrete materials.Standard 1: Problem Solvin5Demonstrates that a collection of objects has a quantity.Standard 2: Numbers and 06Demonstrates the concept of one.Standard 2: Numbers and 07Matches bills and their values.Standard 2: Numbers and 08Matches bills and values.Standard 2: Numbers and 09Uses different bill combinations to show equivalent amounts.Standard 2: Numbers and 010Uses different bill combinations to show equivalent amounts.Standard 2: Numbers and 010Uses different bill combinations to show equivalent amounts.Standard 2: Numbers and 010Uses different bill combinations to show equivalent amounts.Standard 2: Numbers and 011Demonstrates that coins and bills have value and can be exchanged for merchandise/goods/services.Standard 2: Numbers and 012Chooses addition.Standard 2: Numbers and 013Computes addition and subtraction problems with money.Standard 2: Numbers and 014Attends to another person showing relationships between two variables.Standard 3: Algebra15variables, finds the other variable.Standard 3: Algebra16variables, finds	ard
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17 Uses or extends a T-table to find value of a variable. Standard 3: Algebra	
18 Uses or extends a T-table to find value of a variable.  Standard 3: Algebra	
19 Uses or extends a T-table to find value of a variable.  Standard 3: Algebra	
20 Determines change. Standard 2: Numbers and 0	Operations
21 Determines how much more money is needed.  Standard 2: Numbers and C	
22 Attends to another person demonstrating with concrete materials.  Standard 7: Patterns, Related to the standard of the stan	
23 Models mathematical problems. Standard 7: Patterns, Relat	
24 Computes an addition problem with money.  Standard 2: Numbers and Computes and C	
25 Computes addition problems. Standard 2: Numbers and 0	•
26 Shows relationship between two variables.  Standard 7: Patterns, Relationship between two variables.	
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variable, finds the values of the other variable.  Standard 3: Algebra	
28 Uses or extends a T-table to find value of a values.  Standard 3: Algebra	
29 Uses tables to make decisions.  Standard 7: Patterns, Relat	tions, and Functions
30 Explains decisions based on information in the tables.  Standard 3: Algebra	dono, and randionolis
30 Explains decisions based on information in the tables.  Standard 1: Problem Solvin	na
31 Uses tables to make decisions. Standard 7: Patterns, Relat	
32 Explains decisions based on tables. Standard 3: Algebra	dons, and rundions
32 Explains decisions based on tables. Standard 1: Problem Solvin	

## Item correlates with 2 Standards